

EduFun!™

A Division of Milliken Publishing Co.

EDUCATIONAL COMPUTER GAMES

For Your Edutainment!



... a unique combination of educational challenge and computer-generated fun from Milliken Publishing Company.

Developed by the leading publisher of educational computer programs and teaching aids for schools, Milliken's **EduFun!** programs help kids learn and explore through games which both teach and entertain. Our primary goal is simple — make learning fun for kids! The **EduFun! MathFun!** programs do just that.

Whether you would like to challenge your kids or provide them with extra help, **EduFun!** games are just right. Take an educational expert home with you!

Try **EduFun!** ... for your edutainment!

EduFun! programs are now available on both cassette (16K) and diskette (32K) for the Atari® 400 and 800 computers.

BATTLING BUGS / CONCENTRATION

ages 9-12



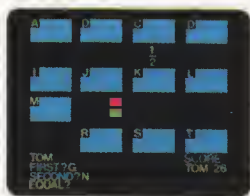
BATTLING BUGS

(positive and negative numbers) columns of bugs, marching to war ... black bugs are positive ... red bugs are negative ... get rid of them all! ... you might be the master exterminator!



CONCENTRATION

(equivalent fractions and visual memory) 10 pairs of equivalent fractions ... choose two ... are they equal? ... concentrate on Concentration! ... beat your opponent by more than a fraction!



THE JAR GAME / CHAOS

ages 6-10



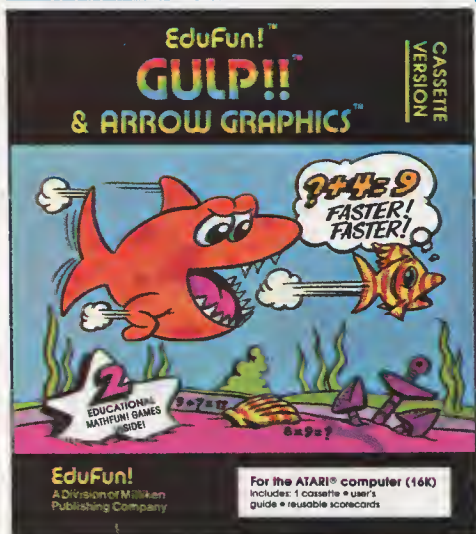
THE JAR GAME (probability and problem solving) go for the gold! ... pick the right jar ... land the buzzing fly ... can you beat the computer?



CHAOS (directionality, color and shape discrimination) up, down, left, right ... move your spaceship ... capture the alien satellites ... but don't crash!

GULP!! / ARROW GRAPHICS

ages 7-12



GULP!! (addition and multiplication drill)
the race is on ...
quickly add ... quickly
multiply ... faster, faster ...
don't get caught ... watch
out for those jaws!



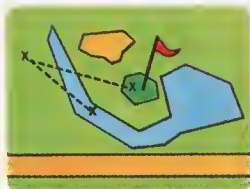
ARROW GRAPHICS
(problem solving and
directionality) follow the
traveling arrow ... where
did it go? ... left or right ...
in how many steps? ...
retrace its path ... ring up
those points! ...

GOLF CLASSIC/COMPUBAR

ages 9-99



GOLF CLASSIC (angle and length estimation) fore! ... play the angles ... don't be long or short ... learn from your opponent's shot ... a game of geometric skill for kids aged nine to ninety-nine.



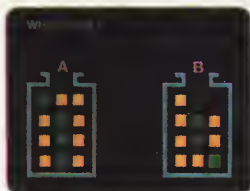
COMPUBAR (reading graphs, constructing arithmetic expressions) add this bar ... subtract that one ... did you read them correctly? ... does your combination work? ... become a Compubar master!

THE JAR GAME / CHAOS

ages 6-10



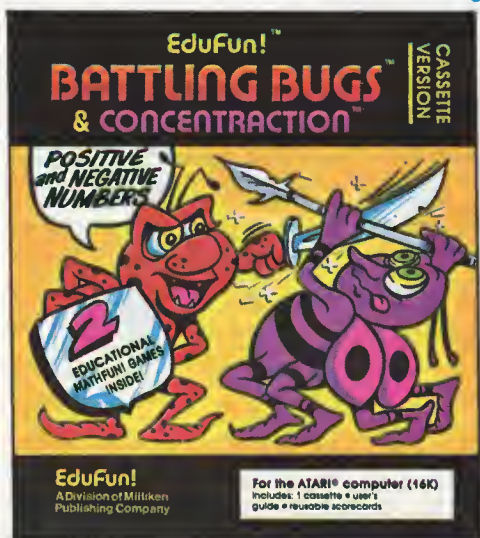
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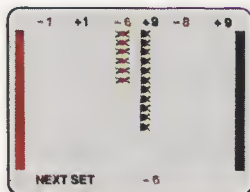
BATTLING BUGS / CONCENTRATION

ages 9-12



BATTLING BUGS

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ALIENCOUNTER/ FACE FLASH

ages 5-9



ALIENCOUNTER (counting) one flying saucer ... one number in the sky ... aliens landing on Earth ... is this another perfect encounter? ... celebrate with fireworks!



FACE FLASH (counting, visual memory, and base ten) ready, set, go ... now you see them ... quickly count them ... they disappear ... how many were there?

USER'S GUIDES

The guides contain simple directions for the MathFun! games and follow-up activities for families.

SUPPORT MATERIAL

Each MathFun! game contains a reusable card to be used either for scoring or practice with the skill being reinforced.

COMPUTERS

These **EduFun!** games will be available soon on the Apple®, Commodore VIC 20®, and Texas Instruments 99/4® computers. Check with Milliken or your local dealer.

NEW GAMES

New MathFun! and WordFun! games are currently under development and will be available in 1983.



EduFun!TM

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EduFun!TM

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AMH100